

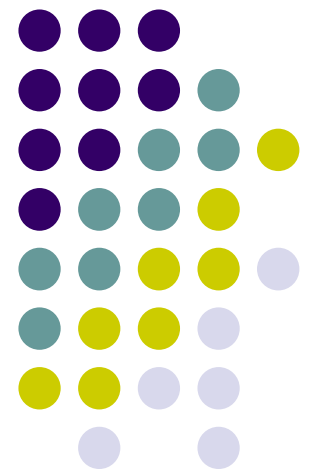
Ubiquitous and Mobile Computing

CS 403x:

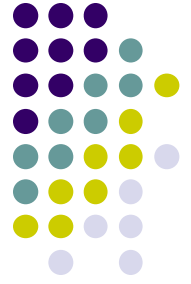
MeetWithMe

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Introduction



- Find a meeting time suitable for a group of friends or colleagues
- Set meeting times and location

Methodology



- Each user has their own schedule
- Each group has a schedule compiled from each individual user
- Groups can set meeting times based on this schedule
- Groups can set meeting places with a Google Map interface



Implementation

- Database hosted on Node server
- App makes requests for data updates
- Stores user data for short time on phone
- Used fragments to handle map marking and blocking out a user's schedule

Evaluation/Results



- Surveyed 8 users
- Asked users to rate the idea of a mobile meeting planner application on a scale of 1-5
 - Where 1 is not useful and 5 is very useful
- 100% of users rated the idea at a 4 or higher



Evaluation/Results

- We also asked 3 users to test our application during its development
- Needed polish
- Bugfixing
- Much more refined mobile experience than competitor, When2Meet



Future Work

- Come up with a more novel way of blocking out a user's schedule
 - Hard to do on a phone's limited screen space
- Add a chat feature for each group
- Integrate with other scheduling applications to automatically fill in a user's schedule
- General UI improvements

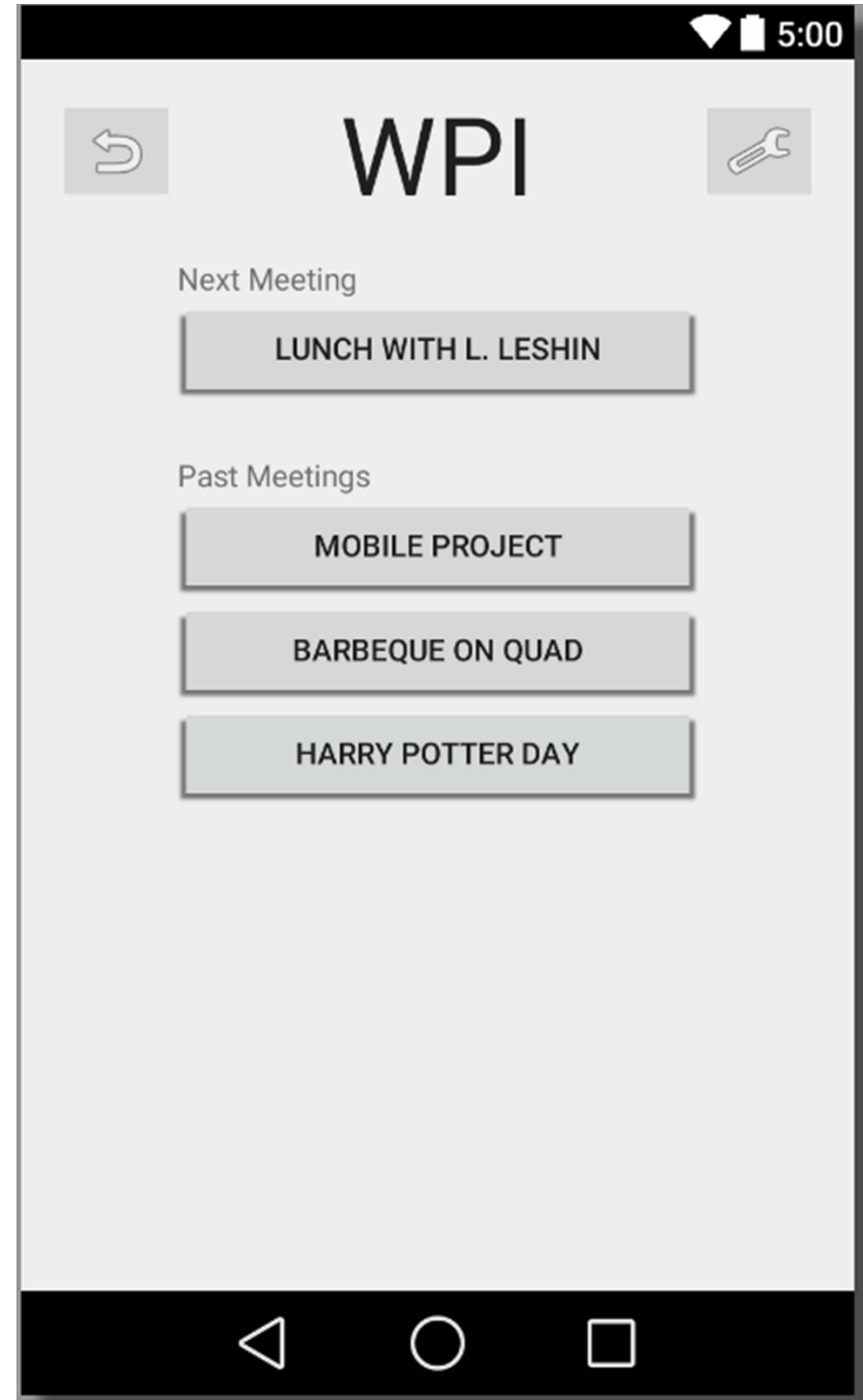


Conclusion

- Created an app that could ease the process of creating group meetings on a mobile phone
- Experimented with using server to reduce load on client side
- Used fragments to reduce the implementation load

Questions?





5:00

New Meeting

Meeting Title: Mobile Meeting

Time: **11:59:59, 5/3/16**

Location: **Faraday Tech Suite**

Notes:
Remember your power cords



6:00

← Profile

First Name: _____

Last Name: _____

SCHEDULE

